casablanca kron owner's manual

version 1

about this edition

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Our thanks go out to the many people connected with the creation and production of this owner's manual for the Casablanca Kron nonlinear digital video editor, starting with the original Casablanca creators: Jörg Sprave, president of MacroSystem DV, and Eric Kloor, president of MacroSystem US.

Content for this manual was provided by Cory Hodnefield and Rob Herron of MacroSystem US, and Rafael Dyll of MacroSystem DV. Design and layout was provided by Scott Curl of MacroSystem US.

Additional thanks go out to the tens of thousands of original Casablanca and Casablanca Avio users who have
provided us with suggestions for enhancing the overall Casablanca learning experience.

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v i s i t o u r w e b s i t e s a t :

w w w . c a s a b l a n c a . t v

w w w . m a c r o s y s t e m . d e

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
-- Reorient or relocate the receiving antenna.
-- Increase the separation between the equipment and receiver.
-- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
-- Consult the dealer or an experienced radio/TV technician for help.

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Congratulations

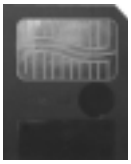
Welcome to the Casablanca editing family! You've just purchased the most powerful, easy-to-use video editor on the market today. We want to thank you for the confidence and trust you have placed in our company.

But before we jump right into the ins and outs of video editing, let's open up the Kron box and take a look at what you'll find inside.

Opening the box

Please *do not throw your Kron box and packaging away*. If you ever need to send your Kron in for repair, you'll need this packaging to help keep your machine safe during shipping.

Once you begin to unpack the box, you'll find:



1. Your new Kron editor

2. A sleeve containing your Kron's system software on a SmartMedia card

3. This user manual

4. New owner's package info that includes your registration card, product information and warranty options

5. A power cable for the Kron

6. A trackball

7. A Scart adapter to convert the European Scart port on the back of the Kron composite (RCA) connectors (the S-video functionis non-operational on the Scart).

If you think that you're missing one or more of these items, please call your Kron dealer with your missing part information.

Becoming familiar with the basic controls

The Kron features a very straightforward interface. This minimalist approach can help you without limiting the Kron's power; we basically simplified the process so you don't have to simplify your ideas. But before you embark on the editing path, however, let's stop and note some of the basic tools that are used to operate the Kron.

The on/off button

You can turn the Kron on and off by pressing the power button in the middle of the front panel, next to the SmarMedia card slot.

The trackball

Selecting screens and buttons is done with the trackball, a hand-held device that's similar to a computer mouse. Every trackball has at least three key components:

1. The ball, which moves the on-screen pointer and the sliders.

2. The left (Select) button. Use this to select an option once you have positioned the pointer over a button on the screen.

3. The right (Cancel) button. This button can either cancel an operation or return you to the previous screen.

(Note: Your Kron may be equipped with a slightly different style of trackball than the one in the picture to the left, but the basic functions are common to all trackballs.)

The Scart adapter

Since the Kron is used around the world, a variety of connection ports are provided to meet the electronic standards of different countries.

The "Scart" ports on the back of the machine, for example, are a type of connector used primarily in Europe. Therefore, an adapter is included with your unit to convert the Scarts into the RCA and S-video ports that are used in the U.S. and other countries.

Buttons

A button is a symbol that you press in order to start a particular operation. Because we try to keep things as simple as possible, the names of most buttons are fairly self-explanatory. Clicking the “Delete” button, for example, will result in the deletion of a selected scene.

Slider / scroll bars

Sliders or scroll bars are bars that allow you to move quickly through a long list of effects or a row of scenes in the storyboard. To use it, just click on the slider and the pointer will disappear. Roll the trackball and you’ll scroll through the material on the screen. Click the left trackball button to accept the changed position, or the right button

In & out points

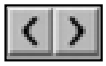
These points define the portion of a scene that you want to work with. You can use them to separate the video material that you want to keep in a scene, mark the entry and exit points of a special effect or indicate where an audio segment will begin and end. This is also known as “splitting” or “trimming” scenes or selecting a “range.”

Quick play buttons

Quick play buttons help you edit material at the beginning or end of a scene without having to play through the entire piece. When pressed, they play the first three seconds at the beginning of a scene or the three seconds of video prior to the end of a scene.

Single-frame buttons

Press the "<" and ">" buttons to move the in / out points either forward or backward one frame at a time within your video project.

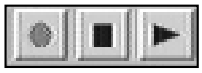


Up / down

Clicking this type of button once will move the toolbar to the top of your screen (in case it obstructs your view of material on the bottom); clicking it a second time will return the toolbar to the bottom of the screen.

Video control buttons

These buttons record, stop and play your audio and video. The icons we use match those found on most commercial video recorders.



Buttons with selectable options

Buttons with selectable options feature three horizontal lines in the upper left corner. Whenever you click on one of these buttons, a list of several additional options and/or functions will appear.

Tip: Once you've selected a button or option by clicking on it, it then becomes "current" (meaning that it's the one you're working with). The current option is easy to spot because it's always highlighted in blue.

Screen icons

Screen icons help you move around quickly in the Kron. Many of the Kron's screens feature a row of icons that represent the recording, editing, and video-setting screens. Clicking on these screen icons will enable you to quickly "jump" directly from one screen to another without having to return to the main Kron screen.

Using the Color Selection tool

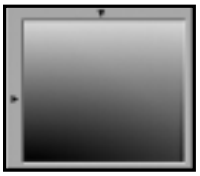
You'll have quite few opportunities to select colors while editing on the Kron. The Kron's palette of millions of colors allows you to select any color you need quickly and easily. The Color Selection tool is made up of the folowing controllers:

The Selector

This allows you to select the main color from the spectrum. Slide left and right, and click left once you have selected the color you want.

Saturation & darkness

Click here to adjust the saturation and darkness of the color. The pointers to the left and top of the display box will tell you roughly where you are within the color range. Again, once you are satisfied, click left with the trackball to set the color.



Color display

You will see the color you are generating here. It will change as you make adjustments.

Archives

Click here to archive your color for future use (see the next page for more information on archiving).

OK

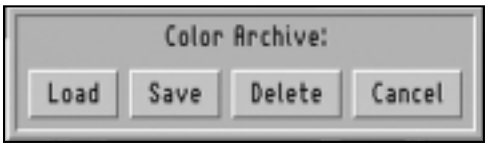
Once you've selected the color you want, click here to return to your editing.

Using the Archive tool

Archiving allows you to save colors and text on your Kron and use them again later on, whether it's within the same project or another project.Whether a color or text, your Kron will refer to the Archive entry as a "file."

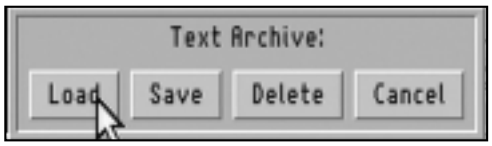
Color archive

This option allows you to save any color you like. With Kron's range of millions and millions of colors, this makes it easy to find the same color over and over again.



Text archive

The Text archive appears within the Edit/change text screen and it allows you to save your data and place it on another scene. It's the perfect solution when you've, say, just typed in two pages of text and set the font, color, size, and placement, but then you decide that you'd like the title on a different video scene.



Load

Here's where you select the color or text file that you want to load. Once you click on the Load button, the Load Text (or Load Color) dialogue box will appear. Click on the name of the archive that you want to load and click on "Ok"

Save

Once you click on the Save button, the Save Text (or Save Color) dialogue box will appear. If you want to save over a current archive, select the name of the Color or Text archive that you want to replace and click "Ok." If you are creating a new archive, click in the empty box at the bottom of the dialogue box and enter a name for your archive using the on-screen keyboard or your USB keyboard, and then click "Ok."

Delete

Once you select a file here and click "OK," it will be deleted.

Now that we've covered the different types of buttons and tools that operate the Kron, we will illustrate the connection ports that are located on the back of the machine with a diagram and a glossary.

Cables for the Kron

There are several different types of cables that you will use to connect your Casablanca Kron to other equipment, such as monitors, cameras, decks, etc. All of the necessary cables are included in the box with the Kron. Extra cables or those for optional devices may not be included.

RCA cables

RCA cables are connection cables that can carry audio and video into, and out of, nearly any A/V device. With red and white caps typically surrounding the right and left plugs, they are also the type of cables that most people are familiar with, primarily because of their widespread use (they are included with nearly all consumer audio and video devices).

RCA cables that carry video are also called “CVBS” or “Composite” cables, due to the fact they combine several separate video components into a single feed.

S-video cables

Although S-video cables are less common than RCA cables, they do offer a superior quality transmission. The reason is that rather than combining the different video components into one feed (like RCA cables do), S-video cables carry the luminence (brightness) and chrominance (color) separately.

S-video cables are also known as “Y/C” cables.

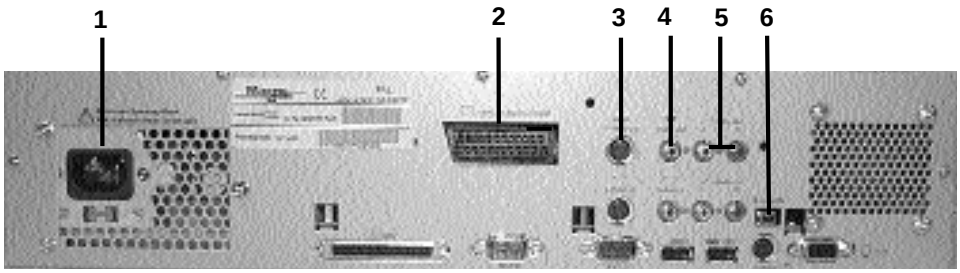
FireWire cable

FireWire cables carry a purely digital audio/video signal into, and out of, any DV-capable device.

Setting up your Kron

Before you can begin using your Kron to make movies, you need to make sure that it's properly connected to a videotape player (a VCR, camcorder, etc.) and a TV (or video monitor).

Below is a diagram, followed by a brief description of each of the main Kron connection ports, starting with the Power cable port in the upper left corner and moving around the machine in a clockwise direction.



1. Power cable port - This is where you plug in the Kron's removeable power cable. The Kron does not have a battery, so it won't run unless it's plugged in.

2. Scart out (RCA) - This port allows you to run video and audio out to your monitor with RCA cables. You need to hook up the Kron to your TV set in order to see the software interface.

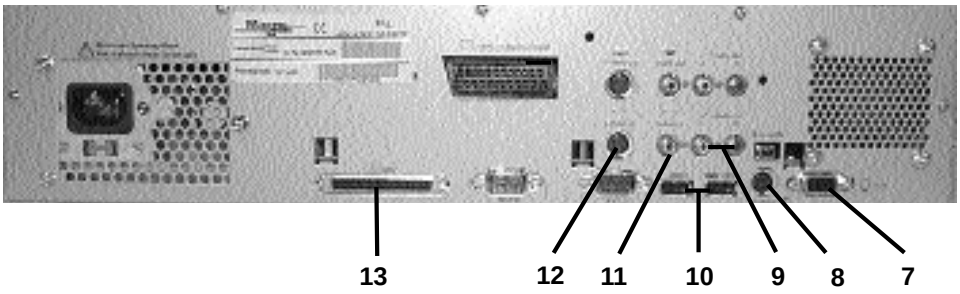
3. Video out (S-video) - This is where you would plug in an S-video cable to bring video out of the Kron into an SVHS player, monitor, camera or deck.

4. Video out (RCA) - This is where you can send video from your Kron into a VCR or camcorder via an RCA cable.

5. Audio out L & R (RCA) - This is where you connect RCA cables to bring the sound out of your Kron into a camcorder or VCR.

6. FireWire in/out port - This is where you connect a FireWire cable for a direct digital trasfer between your Kron and a digital camera or deck.

Setting up your Kron (continued)



7. VGA monitor port - This is where you would connect a professional-quality, high-resolution VGA monitor to the Kron (see p. 2.2).

8. Trackball port - This is the port that your trackball connects to. Make sure that you plug your trackball into the correct port (and not the similar-looking s-video port near the middle of the machine); otherwise, you will not be able to operate the Kron editor.

9. Audio in L & R (RCA) - This is where you connect RCA cables to bring the sound in from your camcorder, VCR or CD player.

10. USB 1 & 2 - This is where you can attach an external USB keyboard (USB 1, which is the port is on the right). USB 2 (The port on the left) is available for future product developments.

11. Video in (RCA) - This is where you can send video out from your VCR or camcorder into your Kron via an RCA cable.

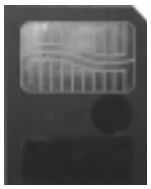
12. Video in (S-video) - This is where you would plug in an S-video cable to bring video into the Kron from an SVHS player, camera or deck.

13. SCSI port - This port allows you the option of connecting external SCSI hard drives or other approved devices such as Heimdall (up to four) to the Kron.

Software installation

Installing software on your Kron is very easy, whether it is your System Software or new effects, all software will be loaded via the SmartMedia card port on the upper left of the front of your Kron. Although your Kron will already have the System software loaded when you receive it, but you may need to reinstall the software or add updates and supplemental software packages in the future.

SmartMedia card (top)



SmartMedia card (bottom)

To load a system software SmartMedia card into your Kron, make sure the Kron is off and insert the SmartMedia card with the small corner notch first (and on the left,) with the copper side facing down. Push it in until it locks into place.

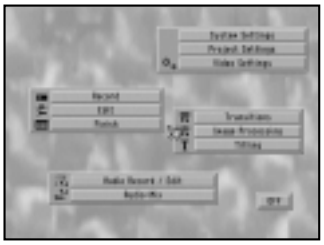
Turn the Kron on and you will then be presented with a few screen prompts.

Once you have clicked through the prompts, the software will install, you will be prompted to remove the SmartMedia card, and your Kron will restart, presenting you with the Main screen.

To remove the SmartMedia card, gently press the card in further and it will pop back out when you release it.

The Main screen

Now we've covered the software installation and the interface controls, we'll turn our attention to the Kron's screens.



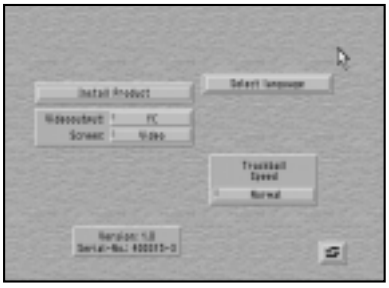
As you can see, the Kron's Main screen (shown to the right) is divided into four areas. Starting in the upper-right corner are the System Settings, Project Settings and Video Settings screens. To the lower left are the Record, Edit and Finish screens. To the lower right are the Transitions, Image Processing and Titling screens. And to the lower left are the Audio Record/Edit and Audio Mix screens.

In the chapters that follow, we'll examine each of these screens in order, starting with the Settings screens.

Settings screens overview

The Kron has three different screens that enable you to adjust and fine-tune various settings: The System settings screen is where you set the parameters of your machine, the Project settings screen is where you modify the details of the movie you are working on and the Video settings is where you adjust the appearance of your incoming video.

System settings



This is where you can set some general system parameters before you start working with the Kron.

Within this screen, you can adjust the following settings:

Language

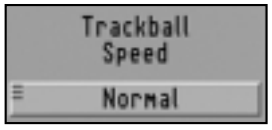
Here you can select the language for your Kron.

Install product

This button allows you to unlock and install additional software (such as the “Bonus effects” and other add-ons) that you can purchase for your Kron.

Trackball speed

Here you can select the speed at which that the trackball moves the pointer around your screen.



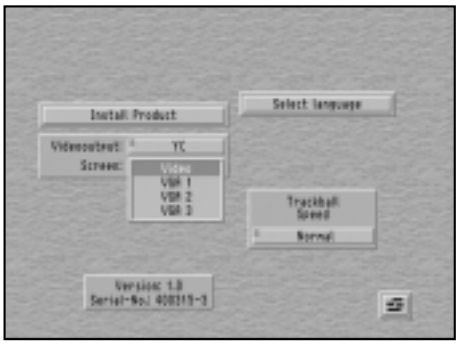
Video output

This determines the output of your Kron movie: Y/C (if you have an S-Video cable connection) or CVBS (if your connection is through standard RCA, or “composite,” cables).

Screen

Here is where you select the type of screen you are using: A standard video monitor or a VGA monitor.

Using a VGA monitor will allow you to have much better resolution of the editing interface, making it easier to read and allowing more information to be on the screen. The better resolution will also allow you to see more of your clips in the Edit bin and the Audio Edit bin.



To use a VGA monitor with your Kron, shut down the system, and them attach the monitor to the 15 pin VGA port on the back of the unit. Make sure that the monitor is turned on, and then start the Kron and switch the Screen setting from Video to VGA. The system will reboot. The Kron logo will still appear on the TV monitor, but then will switch to Colorbars. When the TV monitor switches to colorbars, the VGA monitor should sync up. A message will appear on the computer monitor asking "Do you want to continue using this mode?" If the monitor has not synched up, or if you select "No," the system will automatically reboot to Video mode.

Important note: When removing a VGA monitor from your Kron, make sure to switch your Screen setting to Video mode *before* shutting it down for the last time, or it will continue to think that you are using the VGA port, and you will not be able to switch it back once the monitor is removed.

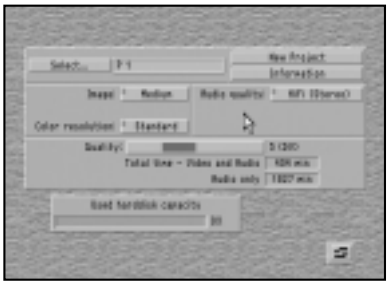
You will need to use a monitor that has a high density 15 pin connector which is standard on most modern PC monitors. Not all monitors are capable of these resolutions, so make sure that the monitor that you choose is able to sync to one of the resolutions/scan rates listed below:

VGA 1
800x600 60Hz
24 clips in video bin
9 audio clips in audio record window

VGA2
800x600 75 Hz
24 clips in video bin
9 audio clips in audio record window

VGA3
1024x768 70 Hz
44 clips in video bin
9 audio clips in audio record window

Project settings screen



This is where you adjust the settings for the specific project that you're working on, such as the screen size and the overall quality of your picture and sound. You can also see how much material has been recorded and check the available space on your hard drive.

Select project

The Kron provides you with the option of having up to 10 separate projects in progress at any given time. When you start an editing session, you'll want to come here first and select which of the three projects you would like to work on. Clicking the "Select" button will allow you to choose which of the 10 projects you would like to work on. The project's name will then be displayed in the window to the right of the Select button.

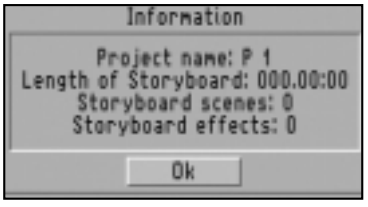
The rest of the options in this panel set the parameters for the current project (these will need to be set for each of the projects). Once a project has begun, most of the options in this screen will be locked in, and can't be changed until you begin a new project.

New project

Clicking this button erases all of the recorded audio and video data on the currently selected project and starts a new one. It does not remove effects, fonts, archived texts and colors or selected settings. This affects only the selected project; the others are left unchanged.

Information

Clicking on this button brings up a sub-menu of important statistics (project name, length of storyboard, total number of storyboard scenes and total number of storyboard effects) on your currently selected project.



Audio quality

Audio quality can be set to one of three levels:
VCR Mono 20Hz - 14kHz
HiFi-Stereo Stereo 20Hz - 14kHz
CD-Quality Stereo 20 Hz - 20kHz

Note: you cannot change the audio quality once a project has been started.

Although the highest setting does produce CD-quality sound, most camcorders and VCRs can't record at that level. Therefore, you can normally use one of the lower settings without an appreciable loss of sound quality. As is the case with the video settings, higher audio quality means less hard drive space. Sound can require up to 170 Kbytes/second, using all three audio tracks. Therefore, we reccommend using the "Hi Fi (Stereo)" setting.

(video) Quality

Here is where you can select a setting to adjust the quality of your video, all the way up to DV-Direct mode. If you've already started a project, you will only be able to choose from the three quality settings within your current range, not the full eight that are available to you before you start a project.

Generally speaking, the higher the quality setting, the more hard-drive space it will require.

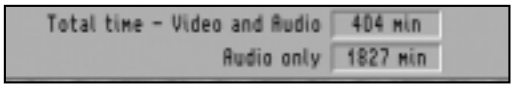
Direct DV (video quality setting 8)

The Direct-DV mode allows you to import clips from a DV tape without recompressing the video into MPEG-2. This mode allows you to load clips into the Kron using the exact same file format as DV, and no video information is lost in the transfer. Using Direct-DV will mean that the capacity of your hard drive will be greatly diminished due to the larger file size of the DV format. Most people will not be able to tell the difference between the quality of our MPEG-2 compression and the Direct-DV, but for those who are greatly concerned about video quality we have offered this option.

Direct-DV mode requires you to use the IEEE-1394 firewire port on the back of the Kron for all of your video capture.

Total time/Used harddisk capacity

The Total time figures tell you how many minutes or seconds you still have within the quality setting you selected (keep in mind that this number is an estimate, and the ratio of video to audio may vary during a production).



The Used harddisk capacity bar indicates just how much of your Kron's hard drive is occupied by audio and video (red) and how much drive space is still available (green).

Color resolution

This setting allows you to determines the color resolution of your video picture ("Standard" or "Large"). We reccommend that you first try a setting of "Standard."

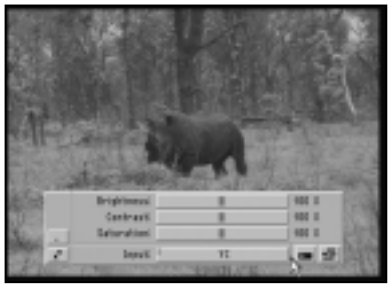
Image size

This determines the size of the recorded video picture. We reccommend that you first try a setting of "Large."

A few cameras, however, are not able to always record images that are as large as the Kron's "Large" image displaysetting. If this is the case, a black border may appear around these images. To correct this, select a smaller Image size setting on the Kron and the borders will vanish.

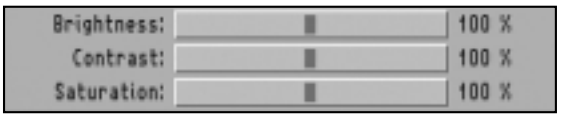
Video settings screen

Within this screen you can directly influence the video signal as it's being recorded onto the Kron's hard drive. You can make additional corrections to the video once the recording has been done, but if you want to achieve the best results, it's better to have a good signal from the start. Making changes afterwards has its limitations; despite your corrections, a picture that's initially too dark will never be as crisp and bright as it would if it had been digitized within the right parameters.



Adjustment controls

These sliders allow you to change your incoming video's brightness, contrast and saturation. Once these are set, they will remain in effect until you reset them. This is important to remember if you are bringing in video from different sources and tapes, because you will probably want to set this each time the quality of the incoming video changes.



Input indicator

Here you can change the type of the active audio/video input. The Kron has several input options - CVBS (RCA video + RCA audio cables), YC (SVHS+RCA audio cables) or DV.

Minimize button

Clicking on this button minimizes the Video settings toolbar so you can see the impact your adjustments have on the unobscured screen image.

Click the button oce again, and your toolbar will return.

Record screen

Within this screen, you can record your video material onto your Kron's hard drive.

The Record control bars are placed on top of the video signal (like the Video settings control panel). You can watch the incoming signal at all times and choose what to record.

DV-controls

The DV-controls enable you to operate your digital video player (camera, deck, etc.) from within the Kron itself (commonly referred to as "machine control"). You can pause, rewind, fast-forward, play and stop the incoming video feed from your digital player.

Delete

This deletes the last recorded scene. If you want to keep the scene you just recorded, either click the Record button again to begin recording the next segment of video, or exit the Record screen.

Remaining

This counter shows how much video can still be recorded onto your hard drive. It runs while recording, but take note that the remaining time is only an estimate.

Split

When capturing via firewire from a camera-original tape, you can capture the full tape and then click once on "Split" and the Kron will split the scene instantly into smaller clips. This Split function uses the index points that DV cameras place on the tape at each stop/start. If you are using a copy of the original tape, or a playback device or tape that does not support these index points, the split function will not work.

Record

Press this button to start recording your video footage into the Kron. Notice that when you do this, most of the Record control bar disappears, leaving you with only a Stop button (this allows you to see as much of your incoming video as possible without the controls getting in the way).

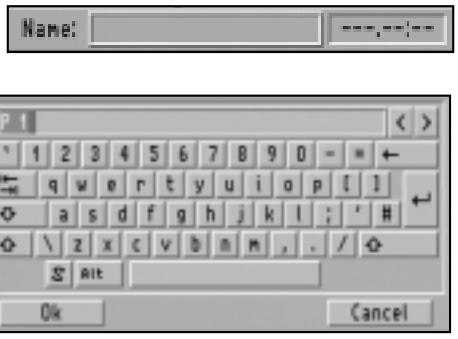
Once you've recorded the video you need, click Stop and the main Record control bar will return.

Minimize

Clicking on this button makes most of the record control bar disappear from view, leaving you with only the Record and Up / down buttons (this allows you to see most of your image without obstruction). You cannot record when the toolbar has been shrunk. If you want the toolbar to return to its normal appearance, just click the Record button.

Name

Clicking on the scene's name allows you to change the name itself. A keyboard will appear next to the scene name, along with the length of the recorded scene. Type the name and press OK.



Mode

There are three modes of Video recording in the Kron: Normal, Time, and Photo.

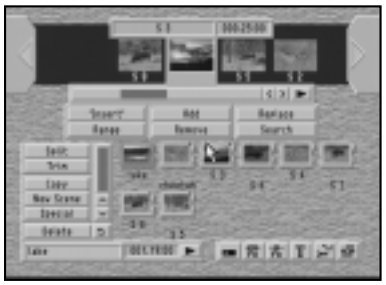
The “Normal” record mode will begin to digitize full motion video and audio when you click on the Record button, and end when you press the Stop button.

The “Time” record mode will begin to digitize full motion video and audio when you click on the Record button, and stop automatically after the length of time that you have selected has been recorded. This is useful if you are putting together a series of specifically timed cuts, and do not want to trim each piece individually.

The “Photo” record mode will digitize a few frames of video when you hit the record button, and then create a clip that repeats those frames for the length of time that you have selected. This is useful for people who do photo montages, and wish to load in a number of specifically timed clips that will not need to be trimmed individually.

Note: Make sure that the shot that you are digitizing does not have much motion in it, or the final clip will appear to flash when played back.

Edit screen



The Edit screen is where you're likely to spend most of your time when editing a video. It is here that you'll make changes to your scenes and build your project in the storyboard.

Click the Edit button on the Main screen to enter the Edit screen. The top portion of this screen contains the storyboard and the bottom half features the scene bin.

You will see a series of small, framed pictures in the scene bin; these small icons are representations of your recorded scenes. Every scene you record on the Kron will appear in this area, although you can only see up to 44 scenes (depending upon your "screen" selection) at any given time. You can view the other scenes by using the scroll bar to move through the scene bin.

Storyboard

The upper portion of the Edit screen contains the storyboard and its assembly functions. Here, you can select the edited scenes from the scene bin and use them to construct your movie. The control buttons in this area all act only on the scenes in the storyboard.

The concept behind the storyboard is as old as the film industry itself. Filmmakers have always used a storyboard to help organize the layout of their project. A good storyboard allows a director to quickly review every stage of a project by displaying each scene (usually represented by the scene's first frame) in order, providing an album of snapshots of the final film. Traditionally, the storyboard was a large board composed of hand-drawn pictures that represent every scene.

Within the Kron's storyboard, scenes are represented by their names and the first frame of the scene; the playing order is from left to the right. You can jump to the first and last scenes in the storyboard by clicking the large triangle-shaped buttons to the left and right of the storyboard, respectively. You can also move through the storyboard by clicking the small scene-by-scene arrows (< >) above the Replace button, or by clicking on the slider bar to the left of the scene-by-scene arrows.

Beginning/end arrows

Clicking the large arrows on either side of the storyboard will take you to the beginning (the left arrow) or the end (the right arrow) of your storyboard.

Workbox

The active scene is displayed in the Workbox. To make changes to a scene in the storyboard, you must get the scene into the Workbox. All of the storyboard functions will affect the scene that is in this box.

Please note that the scenes in the storyboard are merely representations or “snapshots” of the actual scenes in the scene bin. If you trim or even delete a scene that’s in your scene bin, it will have no effect on your storyboard. To incorporate any scene changes made in the scene bin you need to replace the storyboard scene with the altered scene, since you can’t edit a scene that’s in the storyboard.

Insert and range

Your Kron features Insert editing capabilities. What’s insert-editing? Well, say you have a scene on the storyboard that is an interview of a person who begins talking about her parents. At that point, you would like the video to cut to a shot of the parents, but you still want the audio from the original scene (the person talking) to continue playing. The Insert function allows you to insert a scene within another, without affecting the original scene’s audio.

To use the Insert, place your original scene in the Workbox, and the scene that will be inserted in the scene bin below.

When you click Insert to insert a new scene (or click "Range" to adjust a previously inserted scene), you will be presented with the menu to the right.

Click on Start to select the point at which the inserted scene will begin playing over the original scene. Notice that as you scroll right you move through the original scene. Once you have found the desired point, left-click to set the starting point. You will notice that the menu bar will condense as you set the start point.

The arrows to the right of the Start button allow you to adjust the start point frame-by-frame. The display to the right of the arrows shows the name of the original scene, and the counter on the far right displays the time into the original scene.

In/out

The In and Out points here adjust the scene that's being inserted, NOT the original scene. It's usually best to have the scene already trimmed before you insert it, so you can see the scene as you make changes to its In and Out points.

Notice that adjusting the In point will also adjust your Start point. After you have adjusted the In point, you'll probably want to check the Start point, and adjust it accordingly if necessary (adjusting the Out point has no effect on the Start point).

Add and remove

You place a scene into the storyboard by selecting the scene from the scene bin that you want to add (it becomes framed in blue) and pressing the Add button. The scene will then appear within the gray workbox. When you add a scene next to the first scene in the storyboard, you will need to indicate whether you want the new scene to be placed in front of (to the left) or behind (to the right) the scene in the workbox. All other scenes will be automatically added after the current workbox scene.

The Remove button removes the scene in the gray workbox.

Replace and search

Replace will remove the current storyboard scene and replace it with the selected (blue-framed) scene from the scene bin.

Search will locate the original clip of the scene in the workbox. Let's say that you would like to re-trim a scene that's in the storyboard. Place the storyboard scene within the workbox and press Search. The Kron will locate the scene within the scene bin that has the same name (if you haven't already deleted this scene or renamed it). Once it's found, you may trim that scene down, return to the edit screen and press Replace.

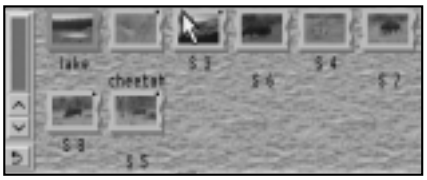
Scene bin

The lower portion of the Edit screen contains the scene bin, which stores and controls your video scene clips. Here you may split, trim, and add effects to the raw scenes themselves. Once you've finished all of the splitting and trimming changes that you want to make, the scene is ready to add to the storyboard as part of your final movie.

The scene bin is made up of several components: The scene area, the scene-info display and the scene editing controls.

Scene area

Recorded scenes automatically appear here, in the scene area. Once your recorded scene appears, you can use the editing controls on the left to change its length, motion and appearance before placing it in the storyboard. The most recently recorded scenes will always appear at the end (the bottom right) of the list of scenes.



Up to 44 scenes can be viewed in the scene bin at any one time if you choose to use the VGA 3 setting. If you have more scenes than will fit in the scene area, use the slider or the up and down arrows to scroll through the bin.

Scene info display

This displays the name and length (in minutes, seconds and frames) of a highlighted scene. To rename a scene, highlight it and then click on its name in the yellow display box. An on-screen keyboard will appear. To delete the old scene name, use the backspace key (the arrow pointing left in the upper-right corner of the keyboard). Click on the keyboard buttons with the left trackball button to enter the new scene name. Clicking on "OK" confirms your changes and closes the keyboard window.

Scroll bar/up and down arrows

Although you can store an unlimited number of scenes in the Kron's scene bin, you can only see up to44 on display at any given time, depending upon your screen setting.

So if you've recorded more scenes than can be seen, use the slider bar or the up and down arrows just below the slider to scroll through all of the recorded footage in the bin.

Scene editing controls

These controls open up separate functions that enable you to change your scene's length, content, motion and appearance. You can also create "New scenes" (color bars, countdown and solid colors) that can be added to your movies or delete scenes from the scene area. Let's explore each individual control button within the panel in greater detail.

1. Split

The Split function allows you to cut a video scene into numerous shorter scenes. Once you split a clip, you will still have the original scene (named "S1," for example) *and* a number of new scenes (named "S1.1," "S1.2," etc.) that are "pieces" of the original. The lengths of these scenes are determined by you while you are splitting the scene.

The Split display shows the name and duration of the scene that's being split. Notice that the duration always begins at 1 frame; this time will increase as the Split position is set. The remaining time in the original scene that you are splitting is displayed at the right.

Clicking on the Scrub audio/waveform button on the upper-left corner of the tool bar allows you to hear your scene's audio while splitting as well as bringing up a simple waveform display in the top-left corner of your screen.

This waveform provides a visual representation of the scene's audio and can be a useful editing tool.

Clicking on “Split Position” allows you to begin “splicing” pieces out of a video scene. When you click this button, the bulk of the Split screen toolbar disappears; this lets you see as much of the image as possible. The only tools you will see are a blue bar that increases as you scroll right and a duration meter displaying the amount of time remaining in the original scene.

Scroll the trackball to the right, and you will notice you are scrolling through the video, and that the blue bar below increases. Once you reach the point where you want the video to stop playing, click the left trackball button (this sets the split position). If you’re unhappy with your choice, you can click Split position again, and reset it. Once this is set, you must indicate if you want to keep the section you’ve selected (click Use) or discard it (click Drop).

This Play button will play the segment you selected with the Split Position tool. If haven’t split the scene yet, this will play the entire scene. Once the split position has been moved, however, it will play only the segment represented by the blue bar just beneath the Split Position button.

2. Trim

Trim allows you to manipulate the In and Out points of the highlighted scene so you can decide at what points the scene will start and stop playing.

Once trimmed, the scene will run according to those points every time the scene is played in the scene bin, and in the storyboard, once added there.

These changes are not permanent. If you’re not happy with changes you’ve made, you can always highlight the scene and Trim it again (and then remember to replace the scene in storyboard, if already added).

Clicking on the Scrub audio/waveform button on the upper-left corner of the tool bar allows you to hear your scene’s audio while trimming as well as bringing up a simple waveform display in the top-left corner of your screen.

This waveform provides a visual representation of the scene’s audio and can be a useful editing tool.

The Trim display tells you the name of the scene you are trimming (which, in this case, is “S 9”) and the scene’s overall length. Notice that the length of the scene changes as you alter the In and Out Points.

The Play button will play the segment you trim with the In and Out buttons. If you haven’t trimmed the scene, this will play the entire scene. If you are unhappy with your choices, the In and Out points can always be changed.

The Quick play buttons will play either the first three seconds after the In point or the last three seconds before the Out point. This can be useful when selecting the trim points, especially the Out point (it allows you to check the Out point without having to view the entire clip).

Clicking the In and Out buttons allows you to change the In (beginning) and Out (ending) points of a scene. Once you click on In, scrolling right with the trackball will take the In point further into the scene.

Once you click on Out, however, scrolling to the right takes the Out point toward the scene’s original ending. Scrolling left with the trackball moves the In point back toward the original start of the scene, while scrolling left once you’ve clicked on Out moves toward the beginning of the scene. (Notice that the duration of the scene changes as you manipulate the In and Out points.)

The arrow buttons just below the In and Out buttons allow you to change the end points one frame at a time. The blue bar between the In and Out buttons shows how much of the scene is currently selected. Notice as you scroll either the In or Out points, the bar gets changes length, accordingly.

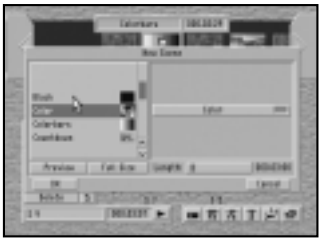
3. Copy

This button makes a duplicate copy of any highlighted scene in the scene bin. A scene may be copied as often as you like without using up any additional hard drive space. One benefit of copying is that you can alter the copy as much as you like without affecting the original.

4. New scene

New scenes ("empty scenes" that contain no video images– just colors, color bars or other digitally generated material) are great for introductions, end-credit backgrounds and leaders for movies.

You can create a New scene by clicking on the New scene button and then scrolling through the list of scene options to pick the one you want. You can see your new scene by clicking on either the full-motion Preview or frame-by-frame Full Size preview buttons. Set the parameters and length and click the OK button. The new scene will be created and added to your Scene area.



Within the New Scene list box you'll find a list of the Kron's New scene options:

"Black" creates a black video scene.

"Color" allows you to create a scene composed of a solid color from the color box.

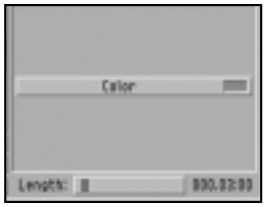
"Color Bar" creates a striped test picture according to the CCIR standard (many professionals use about 10 seconds of color bars before the actual video begins).

"Countdown" creates a scene with a "countdown clock" that can serve as an opening before your video project begins.

"Pattern" creates a scene with a customizable graphic pattern.

The Modifier area will display the customizable parameter options for the new scene, if there are any. These will vary, depending on which New Scene option is selected.

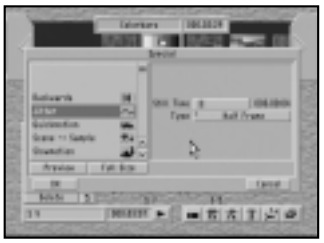
The length slider allows you to customize the length of the New scene. If you need a scene that is longer than the slider will allow, make more than one scene and add them together on the storyboard.



5. Special

The Special option allows you to add special effects to scenes that are selected within the Scene area. Once you pick out the effect you want and add it to your video, a new scene is created that combines your original video with the effect.

This new scene appears in the scene bin next to the original video scene. Thus, your original, unaltered scene is still available just as you shot it in case you don't care for the effect.

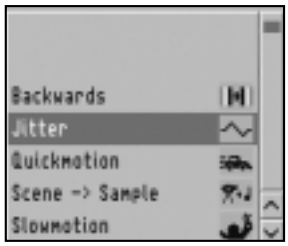


Special effects are ideal for placing multiple effects on a single scene. While most of the Special effects are identical to the effects in the Image Processing screen (see Chapter 7), they are applied in different ways. The Special effects can be applied to video clips within the Scene area, while the Image Processing screen effects are only applied to scenes that you've placed in the storyboard. Special effects scenes can be adjusted with the other Scene editing controls (they can be split, trimmed, etc.)

Below, we cover the Special options that are unique to the Special screen. The other I.P. effects that can be accessed through both the Special and I.P. screens will be described in more detail within Chapter 7, which covers the I.P. effects screen .

Within the Kron's effects list, you'll find:

"Backwards" - Any scene can be made to run in reverse. Just select the Backwards option, click on OK and the Kron will automatically begin building a new scene from the scene selected in the scene bin. After the new scene has been rendered, it will appear in the scene bin with the same name as your original scene plus a suffix of "_BW." This lets you know at a glance that this is your backwards scene.



Note that both the video and the sound is affected when the backwards effect is applied to the scene. (You can always mute the audio in the Audio Mix screen once the scene is added to the storyboard. We'll talk more about Audio mixing in Chapter 10.)

"Jitter" - To create a "jittery" strobe effect, select the Jitter option and adjust the slider to set just how long the Kron should hold each frame. A setting of 4 means that one frame will stay on the screen while the next four frames are skipped. A setting of 3 means that the first frame is held, and the next three frames are skipped, and so on. There is no preview available for this effect.

"Quick motion" - This will generate a new scene that's a sped-up version of a video clip. Once you select a scene and the Quick motion button, you need to set an acceleration factor (two times as fast, three times as fast and so on), then click the OK button. Once the scene has been created, the new scene will appear in your scene bin bearing the suffix "_QM," indicating that it is a quick-motion scene. To improve your resolution, use lesser values. There is no preview available for this effect.

"Slow motion" - This option creates a scene copy that is identical to the original except that it runs more slowly. The "slowness rate" or Delay can be set with the slider: A high rate (10) leads to an extremely slow version 10 times the length of the original, while the lowest rate (2) creates a scene that's only twice as long as the original. The scene's original sound is also played in slow motion, but you can mute it in the audio mix screen once the scene is added to the Storyboard. The new slow motion scene will appear in your scene bin with the suffix "_SM," indicating that it is a slow motion scene.

"Scene -> sample" - This option creates an audio sample (like a sound bite) from a scene's audio, making it possible for you to use the audio sample elsewhere in your movie. Once you select a scene and click this button, the scene's sound will appear in the list of audio samples in the Audio/record and Audio/mix screens. From there, you can work with it as you would with any other audio sample.

"Still scene" - The Kron can create perfectly stable still shots from any point in any scene. Select a scene and the first frame will become a still once you click on the "Still" button. If you want a still of a frame that's located further into the scene, you can make a copy of the original scene, then trim it down so that the precise frame that you want is the starting point. Note that a still frame does not have sound.

Image processing effects - Each of the remaining effects (such as "Binarizer,") can also be found within the Image Processing screen. Each of these effects will have its own set of variable parameters that you can select, most of which are self-explanatory. Perhaps the best way to familiarize yourself with what each effect actually does is to experiment with each one on your own - it's a lot of fun, and you can be as creative as you want with the effects (to learn more about these other effects, please see Chapter 7).

Preview lets yousee a small preview of the selected effect without actually affecting the scene itself. Not all effects can be previewed.

Full size enables you to see a large, frame-by-frame preview of the effect.

Clicking on the OK button creates (renders) the new special effect scene that you assembled (the original scene plus the effect) and returns you to the main Edit screen.

Clicking the right trackball button allows you to exit the special menu without making the changes you were previewing.

6. Delete and undelete

You can delete a scene from your scene bin at any time. A selected scene (its frame will be highlighted in blue) can be removed from your scene bin by pressing the Delete button. Although the scene disappears from your screen, it may remain on your hard drive.

Clicking the Undelete button (the curved arrow to the right of the Delete button) restores up to the last 10 deleted scenes. The recovered scenes will appear at the end of your scene bin. (Shutting down the Kron or switching projects will clear the Undelete button's memory).

Finish screen

The Finish screen is where you record your completed movie project out to a videotape.

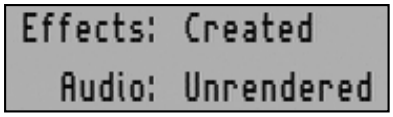
Although the screen is fairly straightforward, it does have several components to it: The Length display, the Render status indicator, the Create storyboard option and the Record to VCR control (Record to DV only appears if you are in the Direct-DV mode).

Storyboard length display

This displays the total length of your storyboard in minutes, seconds and frames (000.00:00).

Project status

This display tells you if you have any effects that need to be created (rendered) in order to finish your movie. All effects and audio must be created before you can record out to tape.



Create storyboard

Some editors choose to run a “batch render,” meaning that all audio and video changes are rendered at once instead of rendering each effect as they go along. To do this yourself, just click on the Create storyboard button and the Kron will render all unrendered material. Once it’s finished, you can record your movie out to tape.

Range

Range lets you record a selected portion of your storyboard to tape, rather than the entire storyboard.

Once you click on the Range button, the first frame of your storyboard will appear behind a Trim toolbar (see the section on Trim within this chapter for more information).

Once you set your new In and Out points, click on the video-cassette icon in the lower right corner of the toolbar to return to the Finish screen.

Record to VCR/record to DV

These buttons allow you to record your finished video project out to tape. Before you begin to actually record your project to tape, you need to turn on your video recorder, then press either Record to VCR or Record to DV, depending upon what type of equipment you are using (Record to DV only appears as an option if you are in the Direct-DV mode).

If you press Record to VCR, a message appears telling you to "Please switch VTR to record." Press the Record button on your video recorder and then press the Kron's on-screen Start button.

If you press Record to DV, the first frame of your video appears along with a DV machine control toolbar (for more information on the toolbar, refer back to the DV recording section in Chapter 3). Press the record button to begin taping.

Tip: It's a good idea to start your video project with a few seconds of black video (an empty scene) in order to give you enough time to start recording on your VCR or DV machine.

Ending the video with a fade-out to a black scene allows you to avoid recording the Kron screen that appears once you have played through your entire project.

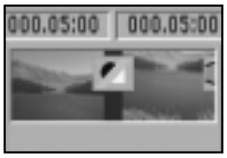
Transitions screen

Once your storyboard is organized, you can add transitions between scenes if you think your project needs them. (You could, of course, use simple cuts between scenes and avoid transitions altogether, depending on your individual editing style.) If you do decide to "smooth over" the jumps from one scene to another, the Kron has a full array of transitions for you to use. And, given the Kron's real-time capabilities, the2D transitions can simply be inserted and immediately played without having to wait for them to render (some of the more complex 3D effects will require rendering, however). Real-time effects are all labeled in the Effects list with a small green triangle.

A scene's original source audio is automatically crossfaded whenever a transition has been added. This means that the sound from the first scene becomes quieter while the sound from the second scene becomes louder. You should remember to change the volume of a loud scene before placing the effect.

Workbox

This Workbox is virtually identical to the ones in other screens. Note, that two scenes are contained in it, rather than just one. These are the two scenes that the transition, when inserted, will link.



Insert and remove

These buttons insert and delete the transition effect between the two storyboard scenes in the gray Workbox.

Transition duration

When you first insert a transition, its duration is set at one second. You can change this by setting the length at one-half of a second, one second, two seconds or the number of seconds you specify (this number cannot exceed the length of the shortest scene that the effect is being applied to). A transition can only be as long as the shorter of the two scenes it's applied to. A transition effect that is placed between two scenes will shorten the total length of the storyboard by the length of that transition. Transitions cannot overlap. In the case of a five-second scene next to an eight second scene, for example, the total length of the transitions attached to it cannot exceed five seconds.

Preview and full size

If you are using an effect that needs to be created, Preview and Full size allow you to see how the transition will look with your video before you create it.

Clicking the Preview button produces a window in the middle of your screen. This window displays a real-time preview of what the finished transition will look like once it's created, as well as the two seconds of video before and after the transition. The preview itself will not take up any space on your hard drive.

Clicking the Full Size button displays a full-size preview of a single frame from the selected scene or scenes. In the uppre-left corner of the toolbar are the effect's name and icon.

Below the name is a frame indicator and a slider bar that enables you to select any frame within the scene. Below the frame indicator is a display modifier. This option allows you to preview any frame of your original scene (Original), any frame of the effect (Effect), or a special split-screen mode (Orig. + Effect) that displays the original scene on the left half of the screen and the applied effect on the other.

On the right side of the Full Size preview's toolbar are the contol options that allow you to modify the transition. Therefore, you can make adjustments to the transition immediately after previewing it in full-screen mode.

Create

The Create button will render and create the effect in the Workbox. These effects can be created here one at a time, or you can create them all at once (a "batch render") in the Finish screen by pressing "Create storyboard."

Scene

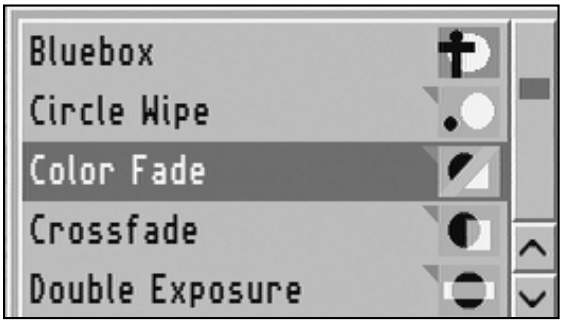
Clicking this button creates an entire scene from a rendered effect, the effect and its surrounding scenes or any number of scenes that you specify; you can even make a scene that's composed of your entire storyboard.

This procedure makes it possible to use more than one transition effect on a particular scene–the so-called multi-layer-effect (or A/B/C/D-Roll). Multilayering can be a powerful tool for experienced Kron users; it's like using several analog video mixers at the one time, but without any quality loss.

You can make a scene of just the effect ("Effect"), the effect including the entire length of the clips in the entire storyboard ("Effect + Scene") or a particular range within the storyboard ("Range").

Transitions list

Here is a list of the available Transition options. Real-time effects have a small green triangle in the upper left corner of the icon. To select one, click on the box, and the blue highlight bar will appear; you can then select the slider and scroll up and down through the list to find the one you want to try.



3d Mosaic- The first scene breaks up into a number of squares that fly forward to reveal the second scene. The number of squares can be set from 1 - 15.

3d Stripes - The first scene is slowly covered as stripes containing the second scene fold in. The number of stripes can be set from 2 - 30 and the direction of the folding stripes can be set to Up or Down.

Bars - The first scene wipes away in the form of sliding bars to reveal the second scene. The first scene can either wipe away with the bars, or remain stationary and be covered by the incoming bars. There are six different directions for the bars' movement to choose from, and the number of bars can be set from 2 to 200.

Blue box - This allows you to superimpose images by keying out a colored background. You can use this effect to create interesting titles and design your own special effects.

Circle Wipe - The first scene is covered by the second in the form of a growing or shrinking circle. The motion of the movement can be set to In or Out.

Color Fade - The first scene fades to a color, and then fades into the second scene. The color can be set to any color, including Archived Colors.

Crossfade - The first scene dissolves into the second.

Double Exposure - Both scenes are double-exposed so both can be seen at the same time over the course of the transition. The mode can be set to Crossfade or In/Out Fade. Crossfade will begin with the first scene and end with the second scene, while In/Out Fade will fade to the double exposure, and then fade back to the first scene. When using the In/Out Fade mode, set the duration of the transition to be as long as the second scene for best results.

The fade time can be set from 0 – 10 seconds, and the mix percentage can be set from 0% - 100% (this affects how much of each scene will be seen - 50% means both scenes will be mixed evenly).

Field Changer - Over the course of this transition, the fields from the first scene are alternated with the fields from the second. The result is a lightning-fast strobing between the two scenes.

Gate- The first scene is covered as if a shutter is closing, and opens to reveal the second scene. The direction of the shutter can be set to up/down or left/right, and the color of the shutter can be set to any color, including Archived colors.

Page Clap - The second scene folds over the first. The foldover can be set to one of four directions.

Picture in Picture - The second scene will appear as a picture-in-picture inset over the first scene. The duration of the transition MUST be set to equal the length of the second scene for this effect in order to work properly.

The position of the PIP inset can be set to anywhere on the screen. Also, the size of the inset can be set to any size. The second scene will be scaled to fit into the inset. A drop-shadow (the size of the shadow can be set from 0 – 50) and a border (the border's width can be set from 0 – 50) can both be placed around the inset.

Random Lines - The first scene is covered by the second in the form of thin horizontal lines.

Rectangle Wipe - The first scene is covered by the second in the form of a growing rectangle. As the rectangle grows, more and more of the scene is revealed. The movement of the rectangle can be set to Out or In, and the position that the rectangle begins at can be changed.

Scale - This is very similar to the Rectangle Wipe, but with one exception; the incoming (or outgoing) scene is scaled to fit into the growing (or shrinking) rectangle. The movement can be set to either Grow or

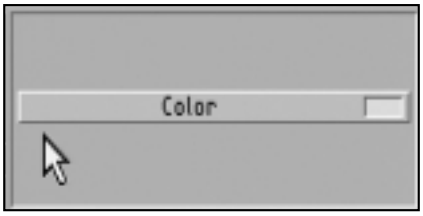
Shrink, and the starting (or ending) position of the rectangle can be set to any position on the screen.

Stripe Fade - The first scene is covered by the second in the form of fading stripes. The number of stripes can be set from 2 to 32, and the stripes can be set to be either horizontal or vertical.

ZI Page Turn - A scene is turned into another in 3-D. It's like turning a page in a book.

Transition modifiers

Here you can set the available modifiers for the selected Transition effect. These will vary, and some of the effects will not have any variables.



I.P. effects screen

In this screen, you can apply filter-like effects to the scenes that are in your Storyboard. These image-processing (or "I.P.") effects can be placed over the entire scene, a portion of the scene or the entire storyboard by using the Range button. If you want to apply effects to scenes in your scene bin, you need to use the Special button in the Edit screen (see Chapter 4 on the Edit screen for more information).

Workbox

Whichever scene you place within the gray Workbox in center of the storyboard will be the one on which the image-processing effect is applied.

Insert and remove

These buttons insert and remove the effect on the scene in the gray Workbox.

I.P. range

An I.P. effect will always alter the entire workbox scene unless you adjust the effect's range. To do this, press the Range button and you'll be able to set the effect's new In- and Out-points. (Remember: You can only place one effect on a scene at one time. To place more than one I.P. on a scene, use the Special function in the Edit screen.)

If you want the effect to be longer or shorter than the host scene, press the Range button and choose the first frame (In-point) and last frame (Out-point) for your effect.

Preview and full size

Clicking the Preview button produces a window in the middle of your screen with a preview of what the finished effect will look like once it's created. The preview itself will not take up any space on your hard drive.

Clicking the Full Size button displays a full-size preview of a single frame from the selected scene or scenes. In the upper-left corner of the toolbar are the effect's name and icon.

Below the name is a frame indicator and a slider bar that enables you to select any frame within the scene. Below the frame indicator is a display modifier.

This option allows you to preview any frame of your original scene (Original), any frame of the effect (Effect), or a special split-screen mode (Orig. + Effect) that displays the original scene on the left half of the screen and the applied effect on the other.

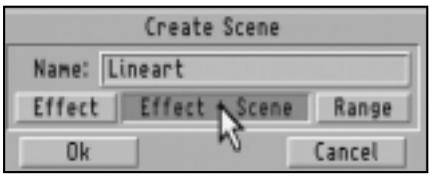
On the right side of the Full Size preview's toolbar are the contol options that allow you to modify the image-processing effect. Therefore, you can make adjustments to the effect immediately after previewing it in full-screen mode.

Create

The Create button will render and create the effect in the Workbox. These effects can be created here one at a time, or you can create them all at once (a "batch render") in the Finish screen by pressing "Create storyboard."

Scene

Clicking this button creates an entire scene from a rendered effect, the effect and its surrounding scenes or any number of scenes that you specify; you can even make a scene that's composed of your entire storyboard.

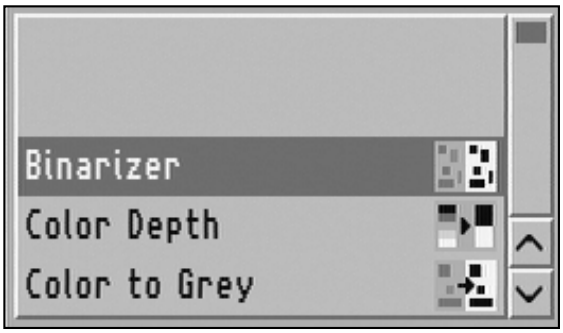


This procedure makes it possible to use more than one effect on a particular scene, which is often called "multilayering." Multilayering can be a powerful tool for experienced Kron users; it's like using several analog video mixers at the one time, but without any quality loss.

You can make a scene of just the effect ("Effect"), the effect including the entire length of the clip in the effect ("Effect + Scene") or a particular range within the storyboard ("Range").

I.P. list

Here is a list of the available I.P. effects. Real-time effects have a small green triangle in the upper left corner of the icon.



To select one, click on the box and the blue highlight bar will appear; then you can scroll up and down to move through the list.

Binarizer - This effect will make your video appear in any two colors that you choose from the Color Selection Box. Similar to a duotone photo.

Color Depth - This effect reduces the amount of color in the video image. Any flickering that might occur as a result of this effect can be corrected with the CVBS filter.

Color to grey - The original color scene is turned into a monochromatic black and white one. If you intend to have your entire movie appear in black and white, you can use the video settings to lower the saturation to zero before recording the material and avoid the long creation times associated with applying color to gray to your entire project.

Control Color - This effect is for Red/Green/Blue (RGB) correction.

Control Image - This effect allows you to change the brightness, contrast, gamma and color aspects of your images.

CVBS Filter - This effect can be used to reduce a flickering that can occasionally occur when you are using CVBS connections, as opposed to S-video (or Y/C) connections. The reason for this is that the CVBS signal combines brightness and color, which can lead to a loss of video bandwidth (especially with color).

Doubler - This effect doubles your image and overlaps the two in such a way that it appears as if your scene is being viewed with blurred vision.

Dynamic range - This effect reduces the brightness and the range of contrast for a scene. Try experimenting with different settings and check the preview window before rendering. The scale mode retains all of the picture's information.

Flip - This effect can flip your scene vertically, horizontally or a combination of the two.

Line Art - This effect turns the scene into a kind of moving line-art drawing (all edges will seem to have been drawn with a pencil). The contrast slider sets the darkness of the lines according to the contrast of the original scene.

Mirror - With this effect, a scene is mirrored horizontally, vertically or both.

Mosaic - This effect enlarges the pixels in a scene to mask details (such as a person's face or a license plate on a car).

Negative - Similar to an actual photographic negative. Although it is often used to merely alter the scene, you could also apply it in other areas. You could use the macro function of a video camera to record video of a negative. The Kron's negative effect could then be used to turn the negative back into a positive image to be used in a video project.

NOP - This effect has no impact on your editing whatsoever; it's a tool used by software developers to test the Kron's software.

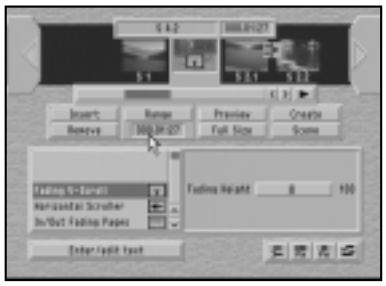
Out of focus - This effect allows you make a portion of your video appear as if it is out of focus. You can set when the blurriness fades in and fades out.

Rectangle - A rectangle is rendered into the scene. You determine the rectangle's size, dimension, color and transparency.

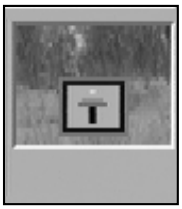
Relief - The scene is turned into a 3D relief, ultimately resembling an image chiseled in stone. The light slider changes the direction of the light source.

Titling screen

The titler works very much like the Transitions and I.P. screens. Instead of adding a crossfade or a filter effect to one of your scenes, the Kron uses the same process to digitally mix text into your scene.



Workbox



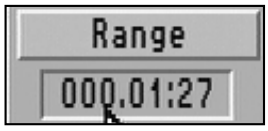
The title that you choose will be placed on the scene that's within the Workbox.

Insert/remove

"Insert" will apply the selected Titling option to the scene in the work-box. (Note that this can be done before or after the title has been created in the Edit/change text screen).

"Remove" will remove a Titling effect that has been applied to the scene in the workbox.

Range



Once inserted, a title will default to run for the entire length of the scene it is applied to. However, you can adjust the title's running time to let it run for a shorter or longer period. The Range screen is similar to the Trim screen. Instead of marking the active part of a scene, you set the effective time for the title.

The text starts at whatever frame you set (In-point) and ends at the last frame (Out-point). Return to the titling menu once you have made your selections and your scene should now bear the titling icon. If your titles spill over into other scenes, they'll be marked with the icon as well.

Preview and full size

Clicking the Preview button produces a window in the middle of your screen with a preview of what the finished title will look like once it's created. The preview itself will not take up any space on your hard drive.

Clicking the Full Size button displays a full-size preview of a single frame from the selected scene or scenes. In the uppre-left corner of the toolbar are the title's name and icon.

Below the name is a frame indicator and a slider bar that enables you to select any frame within the scene. Below the frame indicator is a display modifier.

On the right side of the Full Size preview's toolbar are the contol options that allow you to modify the title. Therefore, you can make adjustments to the title immediately after previewing it in full-screen mode.

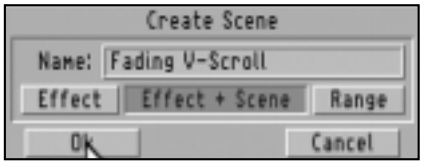
Create

When you click this button, the Kron will create the Titling effect that you applied to your video scene.

Scene

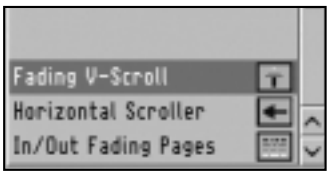
Clicking this button creates an entire scene from a rendered effect, the effect and its surrounding scenes or any number of scenes that you specify; you can even make a scene that's composed of your entire storyboard. This procedure makes it possible to use more than one effect on a particular scene, called "multilayering."

You can make a scene of just the title ("Effect"), the title and the entire clip that it is placed on ("Effect + Scene") or a particular range within the storyboard ("Range").



Title list

This is a list of your available titling options. Each will have its own set of parameters to the right, once the option is selected. You can move through the list by using either the scrollbar or the up and down arrows to the right of the list.



You can choose from:

Fading V-Scroll - Your text fades in and then fades out as it scrolls up. The “height” (the point at which the title begins to fade) can be set from 10 to 200.

Horizontal scroller - With this option, your text crawls across the screen horizontally, from right to left.

In/out fading pages - This titling option fades one page of text out, then fades up another. You can set the length of the fade-in and the duration that each page remains on the screen in frames and seconds.

Moving pages - With this option, you can set the direction in which your body of text comes onto the screen and the direction in which it moves. The Movement setting is the amount of time that the setting takes your text to move across the screen.

Pages - This option allows you to create static text blocks (“pages”).

Through fading pages - This is quite similar to the Pages option, but here you can have the pages fade from one to the next (similar to a Crossfade transition).

V-Scroll - Your body of text will scroll vertically across your screen.

Modifiers

Here is where you set the modifiers for the title selected from the list. These will vary by the titling option that you select.

Enter/edit text

When you click on this button, the Kron will bring up a digital keyboard. You use this virtual keyboard or an external USB keyboard, if you prefer, to type in the text for your titles.

On the next several pages, we describe the Enter /edit text screen and its functions in more detail.

Creating titles

In this screen you will enter the actual text that will appear in the selected Titling effect.

You will notice that this window's interface is designed to be very similar to a word processing program.

Title display

This box displays the name of the Titling effect that you selected in the main Titling area before entering the Edit / change text menu as well as the page number.

Font display

This box displays the style and point size of the font that you selected.

Work scene

The scene that was in the workbox in the Titling screen will appear here and display any changes made with the keyboard or with the titling options.

The slider and arrows on the right allow you to scroll up and down through the text if you have entered more text than can fit on the screen. (Note: The slider won't work with all fonts.)

On-screen keyboard

The on-screen keyboard is very similar to a traditional word-processing program. Just place the pointer over the key that you want to press and click the left trackball button. (Note: The Kron uses line-oriented text, meaning that you can use any number of fonts, sizes and colors on different lines, but not within a single line).

Font style/-size

Seven fonts are available with your standard system package and many additional fonts are available on separate font disks. You can scroll through the list of fonts using the trackball. A sample of the current font is displayed below the list. You can choose any font size that you want and the sample text will reflect your changes. In the case of some extremely large fonts, you might only see parts of the text, but the actual version will appear in its entirety.

Color/pattern

Here you can select the color of the letters in the text or add a texture pattern to appear on the letter instead of a color. Once “Textured” is selected, you can then choose which texture you would like to appear over the letters of your text. The slider allows you to set the transparency of the color; 0% being transparent, 100% being opaque.

Outline

Clicking here will outline each individual letter with a color that you designate.

Shadow

Here you can create a drop shadow for each of the letters in your text. There are two options; selectable color for the shadow, and an arrow that lets you select which side of the letter you would like the shadow to appear.

The direction that the arrow is pointing tells you what direction the light that casts the "shadow" is coming from. If the arrow is pointing to the right, the shadow will appear on the right side of the letter.

Char/line spaces

This feature allows you to adjust the width of the characters, the spacing between the individual characters and the spacing between lines of text.

Line (alignment)

There are three ways to align your text: “Left,” “Right” and “Centered.” If you’re typing text directly onto the scene, this alignment will be relative to the entire scene.

If you’re typing into a textured box, however, it will designate the text’s alignment within the box, regardless of where that box appears in the scene.

Add box

This button allows you to place a variable-sized box on the screen that you can then type text onto. Click the button once to create the box. At that point, you can move the box around on screen with the trackball.

Once you placed it where you want, left-click again to set the box in place. Now you can adjust the size of the box with the trackball. Click left again, and the box will be in place. (You can also use the Tab button to maneuver through boxes or even change the size of boxes to reach text boxes underneath.)

Page options

Clicking this button will bring up a sub-menu (containing Move box, Size box, Delete box, Box-background, Text, Insert page and “Delete page options) that allows you to customize the text box and insert or delete entire pages of text.

The options are:

Move box - click this button and roll your trackball to adjust where the title box appears on the scene (similar to using the Add box function). Clicking the left trackball button will set the position of the box.

Size box - select a text box, click this button and roll your trackball to adjust the size of the title box on the scene (again, this is similar to using the Add box function). Clicking the left trackball button will set the size of the box.

Delete box - this will delete the currently selected text box.

Box background - here you can choose the background for the currently selected box. You will have three options for the background - Transparent, Unicolor and Textured. When choosing a color or texture for the background, the Alpha option will adjust the transparency of the box-background.

If you've selected a titling option that contains multiple pages, you can use these following options: (Note that you will likely want to type one page of information in at a time. Once you finish a page, use the page selection arrows to move on to the next page.)

Text alignment - this button allows you to align your page of text.

Insert page - this button enables you to insert a new page of text. You'll notice that once the button is clicked, anything that you previously typed will not be visible as the new page is created. You can then toggle back and forth between the old page and the new page by using the Page arrows.

Delete page - this will delete the page that's currently selected in the workscreen.

Delete line

This removes the currently active line of text from your title page.

Archive

To archive text, press the Save button. To overwrite archived text, click onto the archived text name and press OK.

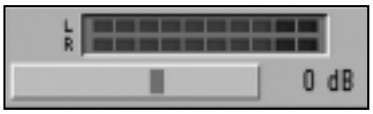
To load a text archive, press "Load" and choose the desired text. You can also delete a previously saved archive, but once it has been deleted it can't be recovered.

Audio record/edit

The Audio Record screen is where you record and manipulate your audio. The Split, Trim, Copy and Delete functions are very similar to their video counterparts in the Edit screen.

Within the Audio Record screen's interface you can record, trim, split, copy, name and add effects to your audio material. The sound files resulting from a recording (whether they be music, voice-overs or sound effects) are called samples and are placed in the Sample List to the right.

Decibel control



The Decibel Control slider allows you to lower and raise the volume of the incoming audio. The actual change in decibels is displayed to the right of the slider.

The volume meter above the slider helps you monitor your incoming audio signal's decibel levels. When you record audio to the Kron's hard drive, you should ensure that the decibel meters only register in red (high) during the loudest portions of the audio sample.

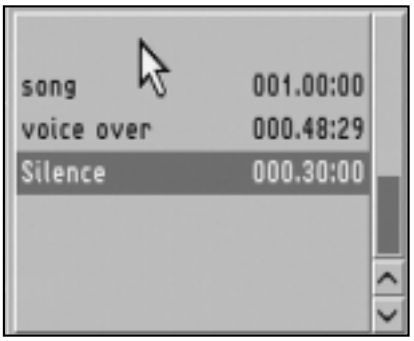
If the meters are consistently within the red area, you should lower the volume of your incoming audio. If you intend to work with several tracks at once when constructing your soundtrack, don't use high volume settings for all of the tracks. The volumes of all three tracks are summed up and this could lead to an over-modulation of the final sound. Each bar on the display represents about 5 dB. NOTE: Changes made with the decibel control slider are also applied to the audio recorded in the Video Record screen.

Input/capacity

The Audio Input selector is where you indicate the type of audio input you are using: RCA, Scart & Follow Video (Follow Video means the Kron uses the same settings that you selected in the Video Settings screen.)

Remaining tells you the amount of available time remaining in the audio partition for the current project.

Sample list



This box displays the names and running times (minutes: seconds: frames) of your audio samples.

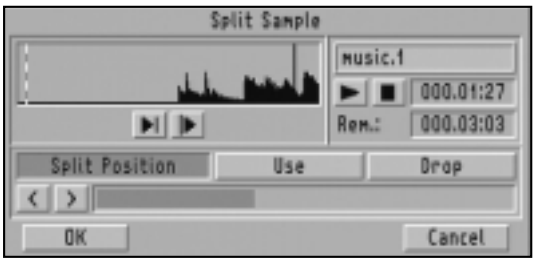
If you want to select a sample, click anywhere within the box and scroll up and down with the trackball until the sample you want is highlighted, then click on the left trackball button to confirm it.

Sample controls

This bar indicates the name of the currently selected sample from the sample list, its running time and controls to record, stop and play the sample.

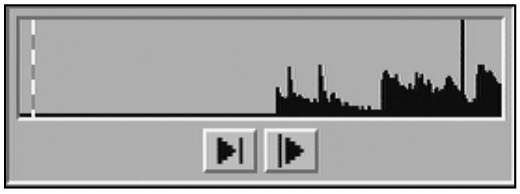
Split

The Split function allows you to split up your audio samples just as you would split up your video samples in the Edit screen (in fact, the audio Split controls are similar to those found in the video Split window).



Once you click on the Split button a new control with the following features appears on your screen:

1. Waveform display



The waveform display allows you to “see” your audio sample while you are splitting.

The quick play buttons below the waveform allow you to jump to the first and last three seconds of your sample.

2. Split sample display

This box displays the name of the clip you are splitting, the length of the portion of the scene up to the currently selected split point and the remaining length of the audio sample after the split point. It also features a play button to play the sample and a stop button to stop the sample from playing.

3. Split controls

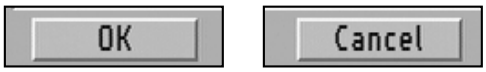
The Split position button allows you to set the split points in your audio sample. Once you press the button, scroll right with your trackball.

The meter below the Split position button is a visual depiction of the audio you have scrolled through so far. The blue portion represents the selected portion in regard to the whole audio sample (which is represented by the remaining gray area of the bar). you can also use the Single frame (< and >) buttons move your selected split points backward and forword one frame at a time.

To the left of the Split position button and the Split meter are the Use and Drop controls. Use retains the audio segment that you just scrolled through, while Drop discards it.

4. OK and cancel

OK confirms your changes and returns you to the Audio Record screen after saving.

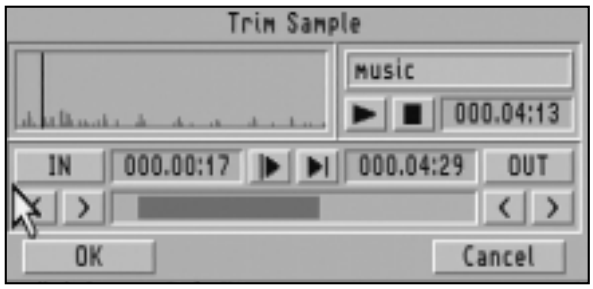


Cancel returns you to the Audio Record screen without saving any of your changes.

Trim

This button takes you into the Audio Trim screen, where you can alter the In and Out points of your audio samples.

The Audio Trim controls function much like the Video Trim controls (see Chapter 4 for more information on video trimming).



1. Waveform display

The waveform display allows you to "see" your audio sample while you are trimming.

2. Trim sample display

The Trim sample display indicates the name of the sample you are trimming. Below that is a play button, which plays your audio sample from the selected In point to the selected Out point, and a Stop button, which stops the sample from playing.

The display also shows the length of your trimmed audio sample from the In point; the length changes as you adjust the In and Out points.

3. In point

Clicking the In point button and scrolling the trackball allows you to change the point at which your sample begins playing, as indicated by the counter display to the right of the In point button. The arrows beneath the button move through the audio sample "scene" one frame at a time.

4. Out point

Clicking the Out point button and scrolling the trackball allows you to change the point at which the audio sample stops playing, as indicated by the counter display to the left of the Out button.

Once you stop scrolling to the left, you will hear the last few seconds of audio before the Out point until you click the left trackball button to confirm the position. The arrows beneath the button move through the audio sample "scene " one frame at a time.

5. Quickplay buttons

These buttons to the left of the In counter and to the right of the Out counter play the first and last three seconds of your audio sample, respectively.

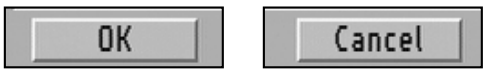
6. Trim meter

This meter is a visual representation of the audio sample according to the In and Out points. The dark segment represents the selected portion in regard to the whole audio sample (which is represented by the remaining gray area of the bar).

7. OK and cancel

OK confirms your changes and returns you to the Audio Record screen after saving.

Cancel returns you to the Audio Record screen without saving any of your changes.



Copy

Clicking the Copy button creates a duplicate version of the selected audio sample; it does not occupy any additional space on your hard drive.

New sample

The New Sample function generates a silent audio sample that can be used to mask background noise or affect other samples in other audio tracks. You can select the length of the sample (up to one minute).

Another option is a sample that contains a continuous tone. You can select from 440 Hz or 1 kHz, and also designate the volume of the tone. Once you select the desired length, click OK and the Kron will generate the sample.

Special

The Special button brings up a variety of effects that can be added to your audio samples (the original audio sample, however, always remains intact).

The special effects are modular and will expand in the future. Note: Most effects involve stereo sound and cannot be applied if the audio quality has been set to "Mono." Here's a list of the effects and how they affect your audio.

The special audio effects in your Kron are:

Copy - this allows you to replace either the right or left channel with a duplicate of the other channel.

Left->Right places the audio data from the left channel in both left and right channels.

Mono - this effect blends the audio data from the left and right channels and plays the combination over both channels.

Mute - this option allows you to mute the audio data on either the left or the right channel.

NOP - this is not an effect, but is merely a device for the developers to test the Kron's software with.

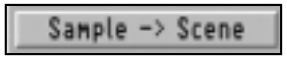
Swap - this effect reverses the left and right channel data (the left becomes the right and the right becomes left).

Volume - this raises or lowers the volume of the entire audio sample, while Volume L / R allows you to raise or lower the volumes of the left and right channels independently.

Width - this option allows you to simulate an increase or decrease in the distance between your speakers (a setting of zero is "mono").

Sample->scene

Sample -> Scene generates a new scene that consists of empty, black video accompanied by a selected audio sample in the original audio track. This new scene will be located within the Edit screen's scene bin and can be used to help you "edit to the beat."



If you place the empty scene in your storyboard, you can insert-edit video clips into the scene while retaining the audio track.

Audio mix

This screen allows you to arrange your edited audio samples and regulate their volumes. While in the Audio Mix screen, the controls for moving around in the storyboard are quite similar to the video Edit screen.

In this screen, the "active sample" is the audio sample that is currently highlighted in blue.

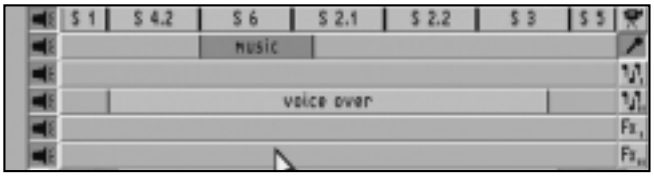
Sound indicators

These sound indicator icons inform you whether a track's audio is active (it will be highlighted in blue) or muted (it will be yellow).

Workbox

In this screen, the gray Workbox's main purpose is to give you a starting point when adding audio samples. Any audio sample, once added, will be placed at the beginning of the scene that is in the workbox.

Audio tracks



Your Kron has six audio tracks for you to place samples upon and mix together to create the perfect audio for your projects.

Once you insert a sample into your project, it will appear in a track that you have selected. The samle will be represented by a bar that contains its name.

The size of the bar that represents the sample will vary in size, depending on the length of the sample and the length of the actual scenes above. For example, a three-minute sample placed under ten, six-second scenes will appear as a long bar, while the same 3 minute sample placed under a 60-minute scene will appear as a very short bar.

The tracks generally function in similar ways, but there are slight differences between them.

1. Original source audio track

This track contains the original source audio that was captured on camera along with your video. Therefore, the samples in this track cannot be removed, only muted.

Note that the Fade option will not work with this track, nor will it work with any corrections to other tracks that incorporate a sample from this track.

2. Commentary track

You can place voice-over narrations on the Commentary track, This is suggested for organizational purposes only; you can, of course, place music or any other audio sample on it.

Once a sample is placed on the commentary track, however, it will "lock" to the scene above it. This is because voice-over narration is usually intended to accompany a particular scene or sequence of scenes. If you wish, you can move the sample by using the Range button, but if a scene is added before this point in your storyboard, the Commentary track audio sample will move along with its "locked" scene.

3. Music tracks 1 and 2

These tracks are for your music samples (again, this is merely a suggestion for organizational purposes only). Audio samples here *do not* lock to the scene above; rather, they lock to a particular point in time. For example, a song sample placed to start at the three-minute point within a projectwill always start at the three-minute point no matter how many scenes are added before it. This is useful when cutting to music.

4. Effects tracks 1 and 2

These tracks are for effects or extra narration (again, the use of the track is up to you). Both of these tracks will lock to the scene above them (just as the Commentary track does). You can still move the sample using the Range button, but if a scene is added before this point in your storyboard, the audio samples will move with their "locked" scene. This is because extra effects are also often intended to accompany the scene you added them to above in the storyboard.

Track icons

Click on one of these to select that track when Inserting an audio sample. The icon will then be highlighted in blue. (Notice that these Icons also appear below when using the Correction button; you can use them to identify the track you wish to correct.)

Storyboard slider

This allows you to move through the storyboard scenes in order to place whatever scene you want into the gray Workbox. This can also be done by placing the pointer over the scene and clicking left with the trackball.

The left and right arrows (< >) to the right of the slider will allow you to move through the story board on scene at a time.

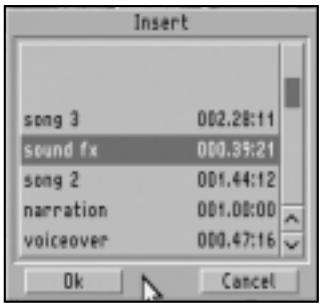
Storyboard play button

This will play the storyboard in sequence, starting with the beginning of the scene within the gray workbox. If you have multiple tracks that have not been created yet, you will only hear the Original Source Audio Track.

Insert

When you decide to add an audio sample to the storyboard, you must first make it active by placing the cursor over it and clicking the left trackball button. When it becomes active, it will be highlighted in blue. Next, choose which track you'd like to add the sample to and click the corresponding Track icon. Click on the Insert button and you will see a sub-menu that contains your list of audio samples (this is the same list of samples from the Audio Record screen).

Scroll through the list to select the sample you want, click OK and the sample will be placed at the beginning of the Workbox scene in the track that you designated. Note that if another sample is already at the beginning of the scene, the Kron will automatically insert the new sample immediately after the existing one.



Remove

This will remove the active sample from the storyboard (you cannot remove the original source audio). Remember that if you remove “created” audio samples you will need to re-create them if you want to use them again.

Range

This function allows you to do two very different things. First, the Range option’s Start button allows you to select the point in the scene where you’d like the active audio sample to begin playing. Remember: it’s automatically placed at the beginning. Click Start and begin scrolling right through the scene. Once you reach the point where you want to begin the active audio sample, click left and the start point will be set. (To change it again, click Start again.)

You can also change the In & Out points of the Active sample. Simply make the changes as you would using the Trim function in the Edit window. Remember: Once the In point is trimmed, the active sample will still begin at the set Start point.

Create

Kron can play all six tracks together only if they have been created (uncreated samples appear in red within a bar above the original track; created samples appear in green).

Create a sample by clicking on it and pressing the Create button. The Kron will then create the segment of the storyboard soundtrack covered by the active sample. The time needed for creating depends on the length of the sample.

Original sample controls

This displays the name and running time for the active sample within the storyboard. When you click the play and stop arrows to the right, however, it will control the original sample from your Audio Sample list. This is helpful when you need to hear the raw sample, without and volume corrections you may have made above. To hear the sample incorporated into the storyboard, use the Storyboard play button.

Fade

To fade a sample's volume in or out, make the sample active and click Fade. Note that the slider sets the duration of the fade out, not the point atwhich it starts fading, so if you want the sample to fade out for three seconds, simply set the slider at three seconds.) Once created, you will have a nice smooth Fade.

You can also fade volume corrections made to other tracks from the active sample. To do this, first make the correction to another track, and then set the fade time. Once created, any volume corrections that begin or end in the middle of a sample on the corrected track will smoothly fade up or down.

Keep in mind that that both functions will always be performed. If you want the Active sample to Fade but *not* the correction, (or vice versa) generate a Silent Sample of the same length and place it on one of the other tracks and make the correction from there.

Sample volume

This slider allows you to adjust the volume of the active sample. Remember that an audio sample's volume can also be affected if it has been corrected from another audio sample in the storyboard. This slider is *not* used in conjunction with the Correction button.

Correction controls

Correction allows you to adjust the volume of another track for the duration of the active sample. Click the button and scroll to theTrack icon that corresponds to the track containing the audio sample (or samples) you want to correct. Use the decibel slider to the right to make the adjustment (you will not be able to hear the adjustment until you have created it.) To have this adjustment change gradually, use a fade in and fade out.

Once a correction has been made, it will then appear next to the Track Icon (e.g., -17db).

Frequently asked questions

Q: How do I power up my Kron?
A: You can power up the Kron by pressing the round, silver power button in the middle of the Kron's front faceplate.

Q: The image on my monitor is in black & white, improperly aligned and/or scrolling. What's happening?
A: Your Kron has the European PAL software loaded on it. Install the NTSC version of software from the SmartMedia card in the box.

Q: How do I install software?
A: Turn the Kron off. Insert the SmartMedia card into the slot on the front of the machine (gold side down, notched end first), then turn the Kron on. When prompted, choose English, then OK. Click Installation, then Yes to the warning. Remove the SmartMedia card when prompted.

The SmartMedia card is inserted with the notch forward and to the left

Q: When I record my finished project to tape, why does it have poor video quality?
A: Check the Video Output setting in the Kron's System Settings window. Choose CVBS if you are outputting to a composite (RCA) device. Choose YC for SVHS output.

Q: What kind of keyboard can I use with the Kron?
A: Use a PC-compatible USB keyboard without additional USB ports for other devices.

[More questions and answers will be added as we get feedback from our users.]

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